THE
PLOTTER

CLACKAMAS COUNTY AREA T/S
USERS GROUP
NEWSLETTER

***
VOLUME 2, NUMBER 2
***
FEBRUARY   1984
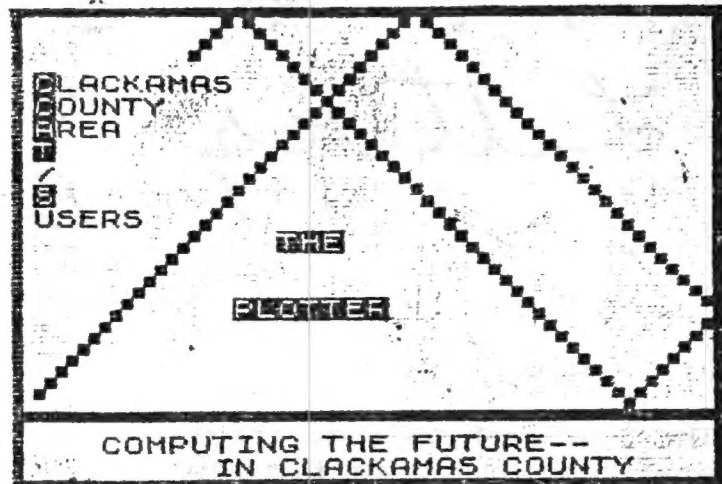*****

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WELL--another month is past and
we have used up 1/12th of 1984.
We can only hope that the other
11 parts are as productive as
the first one was.

With the T/S 2068 out and in
some stores now, and with more
than a few of our members using
them, we will be seeing a lot
of new and interesting things
going on. Keep watching, we
will try to keep you informed
as to availability and usab-
ility of the new products from
TIMEX.

MEETINGS

Our last meeting, held on JAN
13th in RM 142 of CLAIRMONT
HALL, CCC, was without a doubt
one of the biggest ever. In
fact, it was the largest we
have had yet. We had over 30
people at the gathering,
which made for a busy evening.
Our business meeting was, to
say the least, a bit disorg-
anised, but, we promise that
the next one will be a lot
better. After all, it was the
first one for our new officers.
Bear with us, please,

Use the POWER
within your reach!

COMPUTING THE FUTURE--
IN CLACKAMAS COUNTY

The meeting was called to
order at 7:45 PM and opened
with the announcment that at
least the next two meeting
dates will be held in the same
room. If we keep growing at
our present rate, we will have
to look for a larger meeting
place. There was much said
about the 2068 and other up-
coming T/S products. A few
informal surveys were taken
on behalf of some software
and hardware companies.
The meeting was adjourned and
we broke to see some of the
hardware and software that was
there.

Our next meeting will be held:

        on: FRIDAY, FEB 10TH
        at: 7:00 P.M.
        in: RM 142, CLAIRMONT HALL
            CCC

BE SURE TO ATTEND>>>>>*

P A T S next meeting will be:

        on: SATURDAY, FEB 11th
        at: 1:00 P.M.
        in: RM B15 SCI and TECH
            PCC SYLVANIA CAMPUS

Anyone is welcome, come and
see what we have to offer.
SEE YOU AT THE NEXT MEETING**
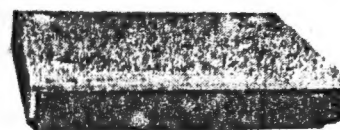
Letters

Dear Editor:

The JAN. meeting indicated a real problem exists for new TIMEX COMPUTER users in the area of LOADing programs. I think this is due in part to commercial programs being partly in machine language, and in part to the cassette recorders being used. The audio performance of recorders can be satisfactory but the computers needs are very critical.

The day after the meeting I did some measuring of the outputs of my recorders. I found that one recorder, call it P, had about 2/3 the output of my other recorder, call it H, on the same commercial tape. This explains partly the need for my Z-DUBBER to help to help in the LOADing process. However, even with the Z-DUBBER, I have some programs that would not LOAD with the Z-DUBBER on machine P, but would LOAD with machine H. There is a reason.

The recording head in the recorder must match that of the machine generating the tape recording in terms of alignment known as AZIMUTH. This means that the minute slot in the head that puts the magnetic signals onto the tape should be positioned exactly the same for all recorders. After making the necessary adjustments, to machine P, I can now LOAD programs from previously difficult tapes.

An offer to members of CCAT/S- I will have equipment at the next meeting to test cassette recorders that you bring to the meeting. If you desire, your recorder will be tested, and, if possible, the recorder can be tuned for maximum signal level.
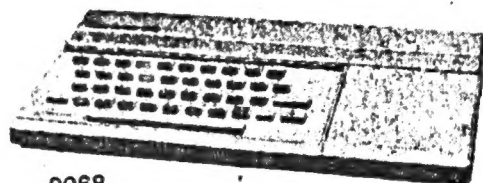
DICK WAGNER

2050 Modem

THE NEW MODEM---> PROMISED,

BUT WHEN TO BE DELIVERED?

2068

ATTENTION----ALL T/S 2068 OWNERS***>>>>

Stay tuned for upcoming programs and reviews on 48K software.

COMING SOON>=>=>*
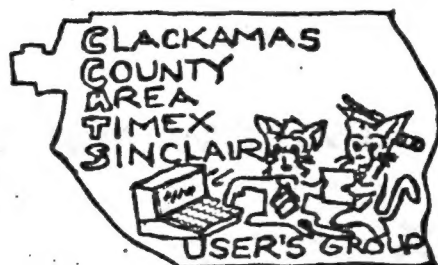
helpehelpe

<*** T/S HELPLINE ***>

This is a new column that will attempt to render aid to new T/S USERS where possible. We will try to answer some of your questions here, and to help any that need it on a one to one basis. All you have to do is call the T/S HELPLINE.

The numbers to call are:

DENNIS JURRIES	655-9670
ROD GOWEN	655-7484
DICK WAGNER	266-4712

We had a call from DIXIE FORTUNE, one of our new members, about stopping a program in progress. There are two ways to accomplish this feat. The first is to use the BREAK key, which will stop a program while it is performing a task. However, if the computer is awaiting a command or an INPUT, pressing the BREAK key will do little more that add a space at the bottom of the screen. If you first use the DELETE to get rid of any quotes, you can then press STOP and ENTER and the program will be halted and you can use NEW to get rid of it or do any needed modifications to the listing if you need to. We hope that helps more than a few of you new users.

CLACKAMAS COUNTY AREA TIMEX SINCLAIR
USER'S GROUP

SOFTWARE REVIEW

MOTHERSHIP
from
SOFTSYNC

If you are looking for an arcade type game with super fast graphics, the this game is for you. I had no trouble loading this tape, but then I have yet to have a problem with any of the software from SOFTSYNC. Once it loaded, the game was easy to understand and operate. It was not, however, an easy game to win. It is a VERY, VERY difficult game to beat. The machine code in this one really gives fast response. It (the display) is designed to make it look as though you are flying down a long trough or valley with the MOTHERSHIP flying over your head and releasing small craft to come down to get you and you must shoot them down. After you have shot down a number of them the MOTHERSHIP speeds up and starts to shoot her LASERS at you with all guns firing. If you can hit her three times, you can move on to better things.
All in all, for action, speed and graphics, I can give this little gem my **** (four star) rating. At the price of about $15 this is an excellent addition to anyones game library. TRY IT, YOU'LL LIKE IT>>><*

MOTHERSHIP

BITS and BYTES

By now we have all seen, possibly tried out and maybe even bought a new T/S 2068. How do you like them? We who have them can only say "THANKS TIMEX". We can only hope that the next in this years series of new products from TIMEX will be as good.

The next item due is the MODEM. We talked to TIMEX the second week in JANUARY, and the word was that they would start to ship them the first week in FEBRUARY. Watch for them, we are.

The new CARTRIDGE PLAYER for the T/S 1000 and 1500 is due to be shipped at any time also. They will allow easier game and other program LOADing, as the cartridge will make them INSTANT LOAD. It will retail for $19.95.
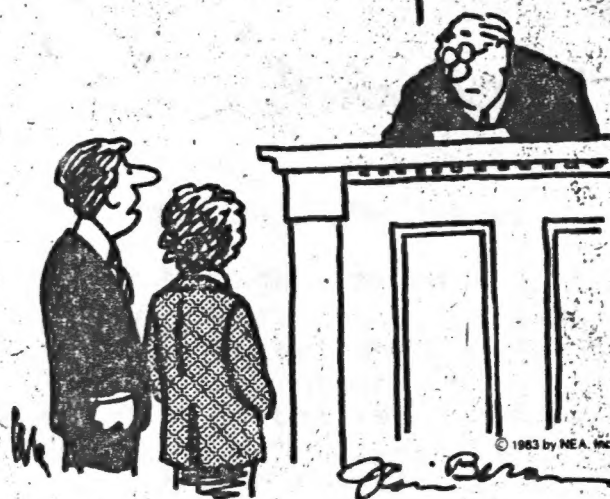   KEEP YOUR EYES OPEN.

News from the CONSUMER ELECTRONICS SHOW held in LAS VEGAS, they had a great TIMEX display of hardware and software. They even had a working prototype of the new MINI-DRIVE. They hope to begin shipping by late MAY or early JUNE. We hope that the new head of TIMEX COMPUTER DIVISION, will do a better job of running things than DAN ROSS did.

Our PR OFFICER, BOB EVANS, is at work. He would like to know if any of you have seen any of the ads that he has sent out to the T.V. and radio stations in the area. He is getting the word out that we are here and willing to help any and all new T/S owners in the CLACKAMAS COUNTY area, as our name says.

We hope that you will note our new feature this month, the T/S HELPLINE. This column was based on an idea given to us by one of our newer members. We thank you and we know the readers will thank you.

MORE NEWS NEXT TIME->>>>

Berry's World

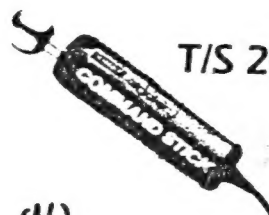"My client had a deprived childhood, your honor. His parents didn't buy him a personal computer."

EDITORS NOTE:

We regret that due to technical difficulties, we are unable to bringyou the second part of DENNIS JURRIES articles on the subject of JUSTIFICATION. We will be back with more in our next issue.

We also wish to thank the folks who made contibutions to the newsletter contents this month. We do, however, still need more--MORE EVERYTHING-- from articles, letters, news, programs, tips, software and hardware reviews, and anything else you might think woud be of general interest to the club.

THANK YOU, RLG

(4)

This month we are expanding our program section to include at least one program each for the new 2068 and for the ZX/TS 1000 /500. We want to do this because many of our members now have the new 2068 and may enjoy the short programs that we try to run. If you have any short programs that you have written, please feel free to submit them to us and we will try to use them in this column.

This month our routine or tip comes from DILWYN JONES, and is reprinted from ZX COMPUTING. We hope it helps someone.

SUPPRESSNG ERROR REPORT CODES
Suppose you have a program where the display is very important (as at an exhibition or educational display) it can be very embarassing trying to explain "those funny little numbers at the bottom of the screen". Funny or not, here is a method whereby you can prevent the error report code from appearing.

The error report code is determined by the value of address 16384, the first system variable. The trick is to POKE numbers into 16384 that do not cause anything to be printed or to print spaces which, of course, cannot be seen. These values may be POKEd into 16384 for this purpose: 43,70,72,73, 74,75,76,77,79,81,82,89. Here is an example:

POKE 16384,74

You may find that certain numbers do not produce the desired result with certain programs. In this case, choose another number from the list. SAVE the program on tape before RUNning it if you are at all worried.

Our first program is from a man who has been to a couple of meetings, JACK ARMSTRONG. It does almost nothing but you may pick up on a cr of new (to you) techniques.


```
  5 FAST
    CLS
 10 FOR A=1 TO 704
 20 PRINT "■";
 30 NEXT A
 40 SLOW
 50 FOR A=1 TO 25
 60 PRINT AT 10,8;"
 70 PRINT AT 10,8;"THAT'S ALL F
OLKS"
 80 PRINT AT 10,8;"THAT'S ALL F
OLKS"
 90 NEXT A
110 FOR A=1 TO 80
115 NEXT A
120 IF PEEK 16442<3 THEN CLS
130 GOTO 5
```

Here is a second short program for the B/W computer. It comes from ZX COMPUTING, and, like the others, is not too complicated but can teach new programmers a trick or two if you take the time to find out what each line does.
Move UP with the "1" key, move DOWN with the "A" key and use the "0" key to FIRE. In line 25, the underlines mean that the characters are in the GRAPHICS mode: GRAPHICS Q, GRAPHICS W, 3 GRAPHICS SPACES, ETC. NOTE: THEY ARE SHIFTED GRAPHICS, NOT INVERSE CHARACT-ERS.

```
  1 REM "DF"
 10 LET A=5
 11 LET N=1
 15 LET B=0
 20 LET S=0
 25 LET A$="(qq'qw'3*sP'qe'3*sP
'2*qw'2*sP'qe'2*sP'*)"
 26 PRINT AT 11,0;"(12*q7)"
 30 LET D=INT (RND*9)+1
 35 LET C=12
```

```
40 IF A$(N+12)="*" THEN LET N=
1
41 LET B$=INKEY$
45 PRINT AT A,B;">"
50 PRINT AT D,C;"(i=)"
55 PRINT AT 10,0;A$(N TO N+11)
60 IF B$="0" AND A=D THEN LET
S=S+1
65 IF B$="0" AND A=D THEN PRIN
T AT D,C;"(9h)"
70 PRINT AT A,B;" "
75 IF B$="A" THEN LET A=A+1
80 IF B$="1" THEN LET A=A-1
85 PRINT AT D,C;" "
86 IF B$="0" AND A=D THEN GOTO
30
90 LET C=C-1
95 IF C=0 THEN GOTO 200
100 LET N=N+1
110 GOTO 40
200 PRINT AT 10,...; "SCORE=";S
```

2068 SECTION

FIREPOWER

From: THE TIMEX SINCLAIR 2068

In "FIREPOWER", you are act-
ually in control of the space-
ships lasers. The screen shows
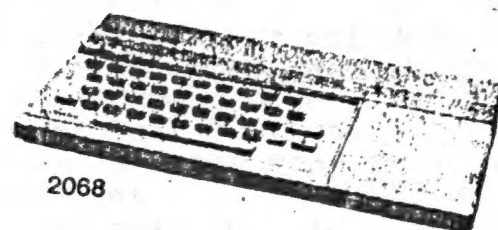the view through your gun
sights.

You have 60 seconds to shoot
down as many enemy ships as you
can by catching them in your
sights (two points) or in the
cross-hairs (one point).

A cross wire hit does NOT des-
troy the enemy, and therefore
it SHOULD be possible to score.

Three points for every vertical
traveling ship (by catching it
first in your top crosswire,
and then, immediately after-
wards, in the center of your
sights).

Two points for every diagonally
traveling ship, by either mak-
ing a direct hit, or catching
it with two successive cross
wire hits.

Use keys "5," "6," "7," "
and "8" to move your sights.
Use key "0" to fire ONLY for
cross wire shots. Firing is
automatic when you have a ship
directly in your sights.

```
5 FOR j=USR CHR$ 144 TO USR
CHR$ 144+7: READ a: POKE j,a:
NEXT j
10 DIM a$(65): LET a$(1)=
CHR$ 124: LET a$(32)=CHR$ 45:
LET a$(34)=CHR$ 45: LET a$(65)=
CHR$ 124
15 BORDER 5: PAPER 5: INK 0:
OVER 1: CLS
20 FOR j=1 TO 50: PRINT AT
INT (RND*22),INT (RND*32);"*":
NEXT j
25 LET s=0
30 LET x=11: LET y=15
35 POKE 23673,0: POKE 23672,
0
40 LET t=0
45 LET b=0
100 LET t1=INT ((PEEK 23673*
256+PEEK 23672)/60)
105 IF t<>t1 THEN BEEP .01,t:
LET t=t1
110 PRINT AT 0,0; OVER 0;"SC
ORE ";s;"TIME ";t
115 IF t>=60 THEN GO TO 1000
120 IF NOT b THEN LET b=INT
(RND*31)+1: LET a=1: LET d=INT
(RND*3)-1: GO TO 130
125 PRINT AT a,b;CHR$ 144:
LET a=a+1: LET b=b+d
130 IF a=21 OR b=0 OR b=32
THEN LET b=0 GO TO 200
135 PRINT AT a,b; INK 6;CHR$
144
200 PRINT AT x,y; INK 8;a$
205 LET p=(x+1)*22+y: LET p1=
a*22+b: IF p=p1 THEN BEEP 1,50:
LET s=s+2: PRINT AT a,b;CHR$
144: LET b=0: GO TO 220
210 IF INKEY$<>"0" THEN GO TO
220
215 IF ABS (p-p1)=1 OR ABS (p
-p1)=22 THEN BEEP .5,50: LET s=
s+1
220 LET x1=x+(INKEY$="6" AND
x<19)-(INKEY$="7" AND x>0)
```

(6)

HERE IS THE LATEST MEMBERSHIP
LIST. WE WILL PRINT NEW MEMBERS
NAMES IN THE ISSUE AFTER THEY
JOIN.

CLARDY, WALLY
410 HILDA STREET   503-657-7939
OREGON CITY,   1   OR 97045

RIPPEY, QUINTEN
15661 S. TIOGA RD   503-632-4876
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STUBBINGS, GEORGE
17075 S KILLDEER   ·503-632-3204
BEAVERCREEK,   1   OR 97004

BATE, DAVID
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PAUL, DON
1511 CONTRY CL CIR 503-981-8298
WOODBURN,   1   OR 97071

WOODBURY, DICK
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WAGNER, DICK
655 NW TERRITORIAL 503-266-4712
CANBY,   1   OR 97013

NORDENGREN, DAVID
25800 SE EAGLE CR H503-637-6326
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                1

SCHAFFER, EUGENE
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BECK, DONALD
571 D STREET   503-657-1827
OREGON CITY,   1   OR 97045

COLE, BOB
12664 S MUKINO RD 503-266-9967
CANBY,   1   OR 97013

IF THERE ARE ANY ERRORS FOUND,
OR IF ANYONE WHO HAS PAID 1984
MEMBERSHIP DUES AND DOES NOT
SEE THEIR NAME HERE, PLEASE
CONTACT THE EDITOR:
        ROD GOWEN--655-7484

THANK YOU>>>

CCAT/S
1419 1/2 7th STREET
OREGON CITY,   OR   97045